

Application No. 10/719,344

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**Amendments to the Claims:**

This listing of claims will replace all prior versions and listings of claims in the application.

**Listing of Claims:**

1. (Currently Amended) A method of providing a variable period of play on a gaming device, comprising:

- receiving, at the gaming device, a single wager, wherein the single wager provides a player a plurality of plays of a single game;
- maintaining a count of the plays of the single game provided to the player;
- displaying a plurality of parameters related to the game;
- receiving at the gaming device, a plurality of player initiated actions;
- storing information related to the game;
- displaying, in response to at least one player initiated action, at least one of (i) a game-terminating symbol wherein the game-terminating symbol decreases the count of the plays provided to the player, and (ii) a game-extension symbol, wherein the game-extension symbol increases the count of the plays provided to the player and (iii) a symbol that is neither a game-terminating symbol or a game-extension symbol and does not affect the count;
- determining an outcome of each play based on the information;
- displaying game results based on the outcome of each play; and
- ending the variable period of play when the count reaches zero.

2. (Previously Presented) The method of claim 1, wherein the occurrence of the game-terminating symbol is random.

3. (Previously Presented) The method of claim 29, wherein the occurrence of the game-terminating symbol is related to the data selectively entered by the player and the stored information.

4. (Canceled)

5. (Previously Presented) The method of claim 1, wherein the game-terminating symbol is a

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depiction of an explosive device, and the game-extension symbol is a depiction of a ship, wherein the occurrence of the depiction of a ship counteracts at least one of the depictions of the explosive device.

6. (Previously Presented) The method of claim 1, wherein the game-terminating symbol is in the form of a strike as used in a baseball game, and wherein when a predetermined number of the strikes occur, the variable period of play ends.

7. (Previously Presented) The method of claim 1, further comprising the step of displaying a simulation related to the game.

8. (Previously Presented) The method of claim 7, wherein the game-terminating symbol relates to a sport and the simulation relates to the sport.

9. (Previously Presented) The method of claim 1, wherein the game-terminating and game-extension symbols relate to the sport of American football, and wherein the game-terminating and game-extension symbols are a depiction selected from the group comprising at least one of a yard number, a number of downs, a touchdown, a fumble, a pass, a hand-off, a punt, a field goal, a run, a block, a kick, and a penalty.

10. (Previously Presented) The method of claim 7, wherein the simulation is dictated by the depiction of the game-terminating and game-extension symbols.

11. (Currently Amended) A method of providing a session period of play on a gaming device, comprising:

receiving, at the gaming device, a single wager, wherein the single wager provides a player a session period of play for a single game operating on the gaming device;

displaying a plurality of parameters related to the game;

providing a minimum number of game winning opportunities within the session;

maintaining a count of the minimum number of game winning opportunities;

storing information related to the game;

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displaying at least one of (i) a game-extension symbol, wherein the game-extension symbol increases the count of the minimum number of game winning opportunities each time the game-extension symbol is displayed, and (ii) a symbol that is not a game-extension symbol;  
determining an outcome of the game based on the stored information;  
displaying game results periodically; and  
ending the session period of play when the count of the number of game winning opportunities reaches zero.

12. (Canceled)

13. (Canceled)

14. (Previously Presented) The method of claim 30, wherein an appearance of the at least one game-extension symbol is dictated by the data selectively entered by the player.

15. (Previously Presented) The method of claim 11, wherein the game is a slot machine game, and wherein the minimum number of game winning opportunities is a minimum number of reel spins granted when the session period of play is initiated.

16. (Currently Amended) A method of providing a session period of play on a gaming device, comprising:

receiving, at the gaming device, a single wager, wherein the single wager provides a player a session period of play for a single game and guarantees a predetermined number of game plays for a first game operating on the gaming device;  
maintaining a count of the predetermined number of game plays;  
displaying a plurality of parameters related to the first game;  
interacting with the player to initiate one of the predetermined number of game plays;  
displaying at least one of (i) a game-extension symbol, wherein the game-extension symbol increases the count of the predetermined number of game winning opportunities each time the game-extension symbol is displayed, and (ii) a special symbol, wherein a characteristic

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of the special symbol is used in a secondary game, and (iii) a symbol that is not a game-extension symbol or a special symbol;

determining an outcome of the first game play;

displaying game results periodically;

ending the session period of play when the count of the predetermined number of game plays reaches zero; and

initiating the secondary game, wherein the special symbol dictates an aspect of the secondary game.

17. (Canceled)

18. (Previously Presented) The method of claim 16, wherein the special symbol is displayed randomly.

19. (Previously Presented) The method of claim 16, wherein the special symbol is displayed based upon the outcome of the game play.

20. (Previously Presented) The method of claim 16, wherein the secondary game includes a mining theme, and wherein the special symbol is a depiction of mining tools that allow the player to navigate below a depiction of the surface of the earth to reach prizes.

21. (Previously Presented) The method of claim 16, wherein the secondary game is the same game type as the first game, such that the special symbol has the effect of granting an additional number of game plays.

22. (Previously Presented) A method of providing a session period of play on a gaming device, comprising:

receiving, at the gaming device, a single wager, wherein the single wager provides a player a session period of play for a single game and guarantees a predetermined number of game plays for a game operating on the gaming device;

maintaining a count of the predetermined number of game plays;

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displaying a plurality of parameters related to the game;  
receiving at the gaming device a plurality of player initiated actions;  
determining an outcome of the game play;  
classifying the outcome as a win or a loss;  
decrementing the count of the predetermined number of game plays if the outcome is a loss;  
rewarding the player if the outcome is a win, wherein the reward consists of maintaining the count of the predetermined number of game plays, and either (i) extending the session period of play by increasing the count of the number of predetermined number of game plays, and (ii) giving the player a payout, wherein the payout amount is calculated based on a pay table and the player's wager;  
displaying game results periodically; and  
ending the session period of play when the count of the predetermined number of game plays reaches zero.

23. (Previously Presented) The method of claim 22, further comprising altering the pay table between the predetermined number of game plays.

24. (Previously Presented) The method of claim 23, wherein the amounts on the pay table are selectively increased upon the outcome of a win, and wherein the amounts on the pay table are decreased upon the outcome of a loss.

25. (Previously Presented) The method of claim 23, wherein the pay table is altered randomly.

26. (Previously Presented) The method of claim 23, wherein the pay table is affected by an event within the game.

27. (Previously Presented) The method of claim 26, wherein the event within the game includes at least one of a player interaction, an addition of money or credit, an attainment of predetermined game symbols, and an attainment of a predetermined game outcome.

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28. (Previously Presented) The method of claim 1, wherein the game-extension symbol and the game-termination symbol are displayed simultaneously.
29. (Previously Presented) The method of claim 1, further comprising interacting with a player of said game through data selectively entered by the player.
30. (Previously Presented) The method of claim 11, further comprising interacting with a player of said game from data selectively entered by the player.
31. (New) The method of claim 1, further comprising displaying a special symbol, wherein a characteristic of the special symbol is used in a secondary game.
32. (New) The method of claim 31, wherein the secondary game occurs when the count reaches zero.